# IN THE BEGINNING

## DEVELOPMENT AND OPERATIONS WERE FUNCTIONAL SILOS

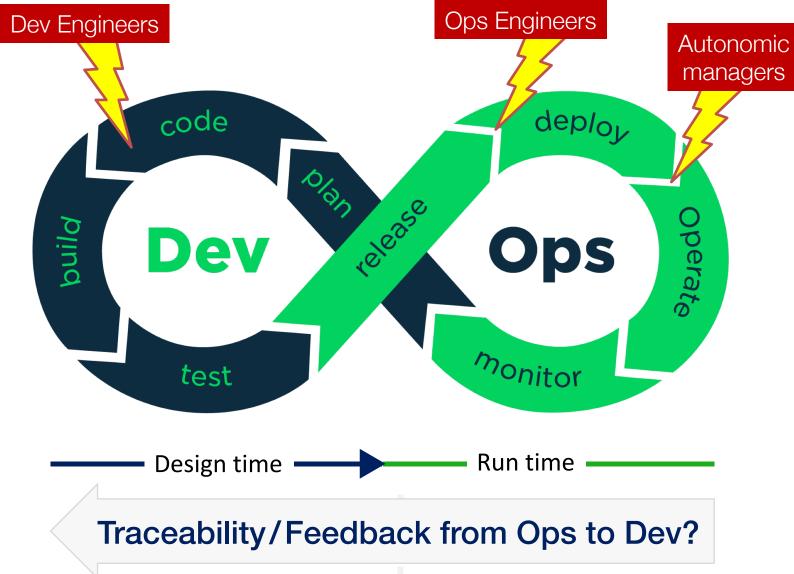


The Motivation

### State of the Practice

- Developers and IT operators work on different environments/artefacts
- Continuous feedback lacks automation to impact software design
- Industry is moving towards eliminating the Ops role, while assigning more responsibilities to developers
- App code != deployment code. The latter is tested by deploying the app

#### **Continuous Software Engineering**



#### What's missing?

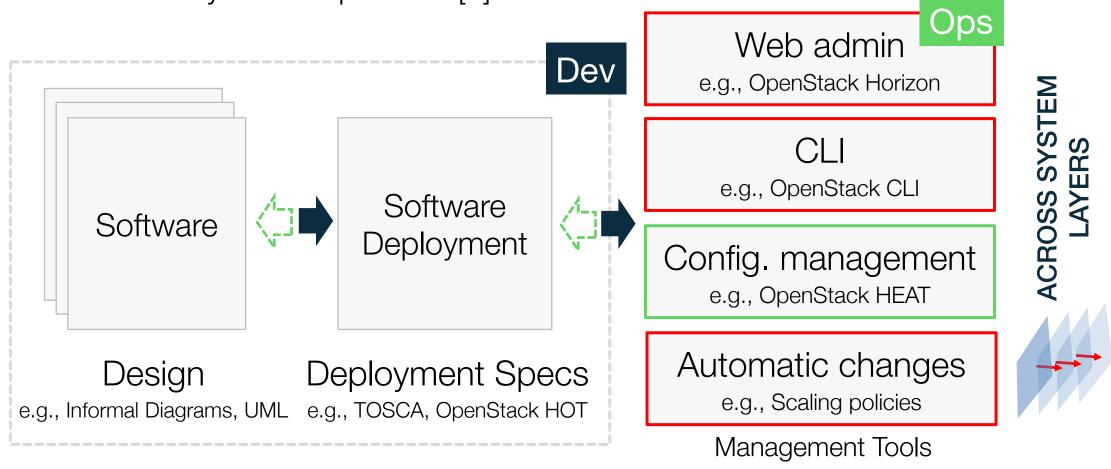
- How can we streamline continuous feedback to support the continuous development cycle?
- How can we enable autonomic capabilities to provide feedback from run time to design time?

  Minute in the feedback from run time to design time?
- What kind of automation is needed to facilitate continuous experimentation and architecting?
- How can we assure quality for deployment code beyond static analysis, w/o deploying the system?

The Problem

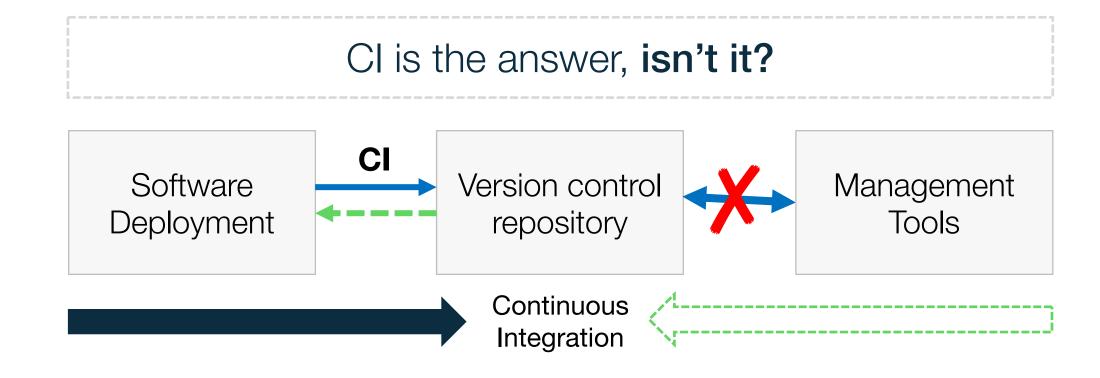
#### **Bidirectional Traceability**

Systematic approaches to maintain the correspondence between design and code are rarely used in practice [1]



### **Continuous Integration (CI)**

- Where are all these changes logged?
- How can they be **traced** back to their source?
- How and when are stakeholders **notified** about them?

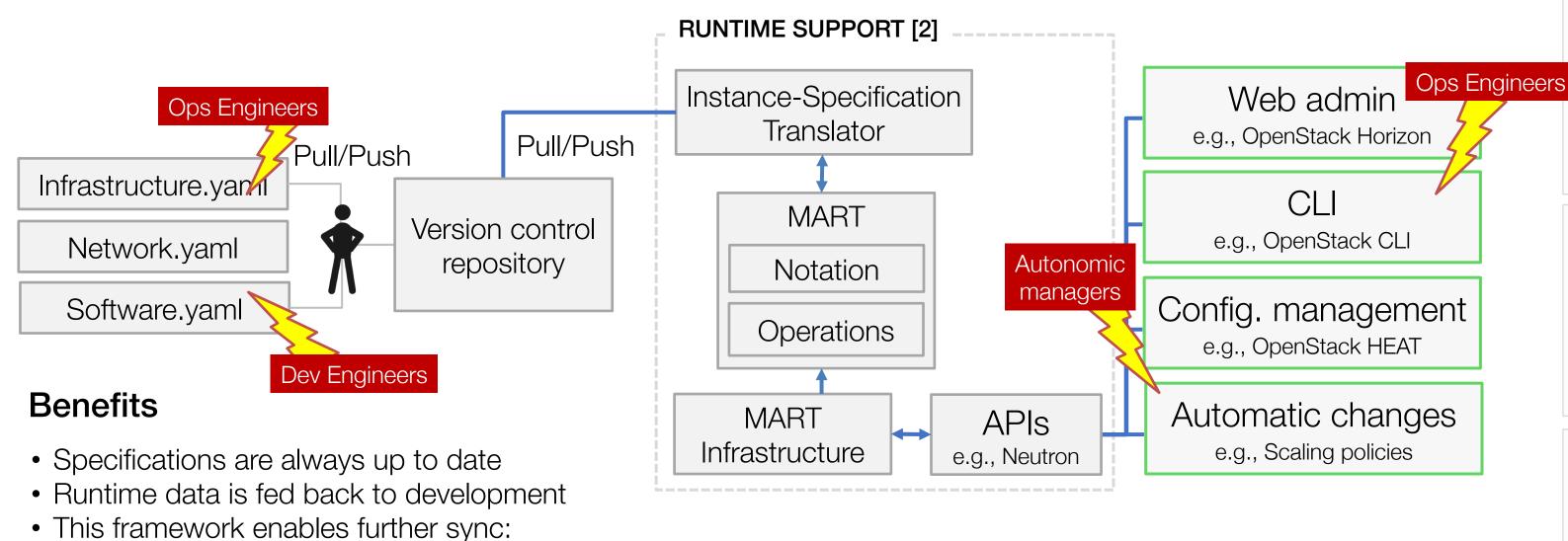


The Solution

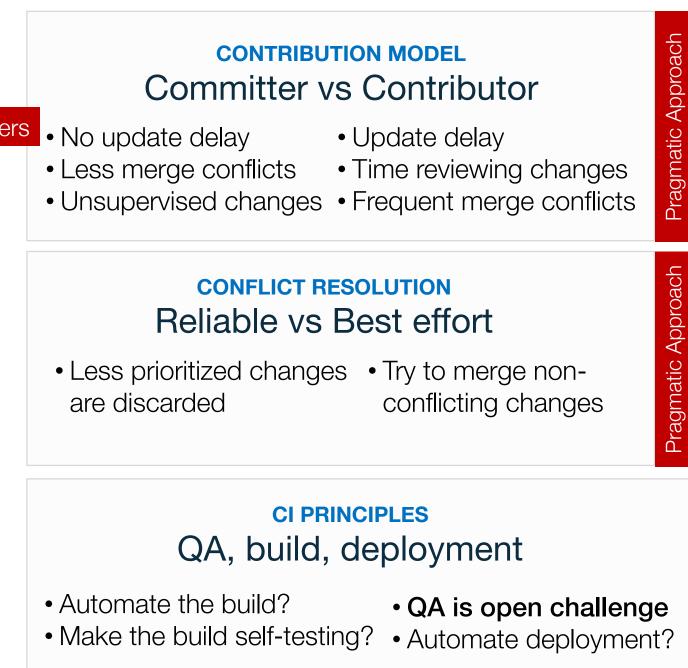
Round-Trip Engineering

#### **One Platform To Rule Them All**

The infrastructure becomes a proxy to commit runtime actions



#### Considerations



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Deployment specs

Runtime metrics → continuous experimentation specs

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Running system

DRISO Esarrollo e ingenieria de inspirante

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#### REFERENCES

Nugroho, Ariadi, and Michel RV Chaudron. "A survey of the practice of design--code correspondence amongst professional software engineers.". First International Symposium on Empirical Software Engineering and Measurement. IEEE, 2007.
 Castañeda, Lorena. "Runtime Modelling for Smart User-centric Cyber-Physical-Human Applications". PhD thesis, 2017